

Double Hand Poker

Game Description

Double Hand Poker is played with 53 cards; a standard 52-card deck and one Joker. The Joker may be used as an Ace or to complete a straight or a flush. The game is dealt on a poker style table to seven players (positions). The dealer button denotes which one of the seven players is the player/banker for that hand.

The house dealer will deal seven hands (piles). Each hand contains seven cards all dealt face down. The player/banker selects one of the seven piles as the first hand to be delivered. The house dealer places an action button on the selected hand.

The dice cup (containing three dice) is shaken by the player/banker to determine which seated player (position) receives the first action hand. The player/banker is always counted as numbers 1, 8 or 15. The dealer will deal each player (position) a pile which consists of seven cards each. The player/banker's hand is kept face down in front of the house dealer.

The players set their hands (any player may ask for his hand to be set House Way). Out of the seven cards two hands are made, one two-card hand and one five-card hand. The five-card hand (the back hand) must rank higher than the two-card hand (the front hand). The players place their hands face down with the two-card hand in front and the five-card hand in back.

After all players have set their hands, the House Dealer will open the player/banker's hand. The player/banker will determine which way the hand will be set.

Rank of Hands

- (a) Five Aces
- (b) Royal Flush
- (c) Straight Flush
- (d) Four of a Kind
- (e) Full House
- (f) Flush
- (g) Straight
- (h) Three-of-a-Kind
- (i) Two Pair
- (j) One Pair
- (k) High Card

Note: An Ace may be played high or low for a 5-card straight.

Example:

5-4-3-2-A = Low straight

A-K-Q-J-10 = High straight

The Joker may be used as an Ace or as any card to complete a straight or as the highest unmatched card in a flush.

Object of the Game

To win the hand, both the front and back hands must rank higher than the player/banker's hands. If both of the player/banker's hands rank higher than the player's two hands, the player/banker wins. If only one of the hands ranks higher, it is a push, meaning neither side wins. Each player keeps his bet. An identical hand is called a copy. The player/banker wins all copies.

- The player/banker may only receive action on the amount wagered. Once the player/banker's wager is depleted, the hand is over. It is possible to hold a losing or a winning hand and receive no action, or partial action.

- The player/banker's hand will not be opened until all hands have been set with the exception of a "House Way" hand.
- A player has a foul hand if:
 - (a) The two-card front hand is stronger than the five-card back hand, or
 - (b) The player does not have exactly two cards in the front hand, or
 - (c) The player does not have exactly five cards in the back hand.
- A boxed or exposed card on the deal will be replaced by the first of the remaining four cards after the deal is finished.
- A misdeal will be declared if:
 - (a) A Joker or an Ace is boxed or exposed, or
 - (b) if two or more cards are boxed or exposed, or
 - (c) the player/banker's hand does not have the correct number of cards.
- A player is responsible for the final setting of his hand. When a player requests assistance on the setting of a hand by the house dealer, a "House Way" button will be placed on the hand. Upon reaching that hand on the pay-off after the player/banker's hand is opened and set, the House Way hand will be opened and set per House Way guidelines. When players have



Phoenix Lounge Casino

DOUBLE HAND POKER

DOUBLE HAND POKER SETTING HAND HOUSE WAY			
HAND	HOW TO PLAY	EXAMPLE	
NO PAIR	Put Second and Third highest cards in front.	K♠Q♠ A♥J♠9♥8♥5♦	J♥10♥ Q♥8♠7♠6♦2♠
ONE PAIR	Put pair in back, highest two other cards in front.	Q♦J♠ 10♠10♥8♥6♠3♦	
TWO Pair A's, K's, Q's	Put small pair in front.	8♥8♠ Q♥Q♠A♦9♠7♥	
TWO Pair J's, 10's, 9's	Put both pair in back if you can put a ACE or JOKER in front, otherwise split.	A♥5♠ J♦J♠9♥9♠2♥	9♥9♠ J♦J♠K♦Q♦5♦
TWO Pair 8's, 7's, 6's	Put both pairs in back; if you can put a KING or higher in front, otherwise split.	K♦4♠ 8♦8♠♥7♠3♥	7♥7♠ 8♦8♠Q♥J♦6♠
TWO Pair 5's, 4's, 3's, 2's	Put both pairs in back; if you can put a QUEEN or higher in front, otherwise split.	Q♥6♠ 5♦5♥3♦3♠4♠	3♦3♠ 5♦5♥J♦7♠4♠
Straight, Flush, or Straight Flush WITH NO PAIR	Put the two highest cards in front that will leave any complete hand in back.	K♥3♠ J♠10♠9♠8♠7♠	J♥2♠ 10♠9♠8♠7♥6♠
Straight, Flush, or Straight Flush WITH ONE PAIR	Put highest possible two cards (pair or no pair) in front that will leave any complete hand in back.	7♠7♥ A♦K♦8♦4♦2♦	Q♠5♦ 6♦5♥4♠3♥2♠
Straight, Flush, or Straight Flush WITH 2 PAIR	Play according to two-pair strategy.	3♥3♦ 6♠6♥5♦4♠2♠	

Straight, Flush, or Straight Flush WITH 3 OF A KIND	Put complete hand in back and the pair in front.	9♦9♠ 9♠8♥7♦6♠5♠	
THREE PAIRS	Put high pair in front.	K♠K♥ 5♠5♠2♦2♥A♠	
THREE KINGS and below	Put three of a kind in back, two highest Other cards in front.	10♥9♠ K♠K♠K♠8♠5♥	
THREE ACES	Put an Ace and next high card in front.	A♥7♠ A♠A♠5♠4♠2♦	
TWO THREE OF A KIND	Put pair from higher set in front.	J♥J♠ 6♠6♠6♥J♠10♦	
FULL HOUSE	Put highest possible pair in front.	2♠2♥ 5♠5♥5♠A♦K♥	A♠A♥ 4♠4♦4♥9♥6♠
Four of a Kind A's, K's, or Q's	Play four of a kind in back if you can put at least a PAIR in front, otherwise split.	2♠2♠ Q♠Q♥Q♦Q♠A♠	Q♦Q♠ Q♠Q♥A♠K♦2♠
Four of a Kind J's 10's 9's	Play four of a kind in back if you can put at least a KING in front, otherwise split.	K♥3♠ 9♥9♠9♦9♠2♦	9♥9♠ 9♦9♠J♦3♥2♦
Four of a Kind 8's, 7's, 6's	Play four of a kind in back if you can put at least a QUEEN in front, otherwise split.	Q♦9♥ 7♠7♥7♦7♠8♠	7♠7♥ 7♦7♠J♥8♠5♠
Four of a Kind 5's and below	NEVER SPLIT	8♥7♠ 5♥5♠5♠5♦4♠	

looked at their hands, they may or may not be allowed to ask for a House Way play.

Any House Way hand improperly set by the house dealer will be reset by Management.

The house dealer cannot allow the player/banker to set his hand foul. If the house dealer mistakenly allows a foul hand to be played, it will be reset the most logical way by Management and play will continue.

The player/banker's hand is not set until he has signified his final decision in an obvious manner to the house dealer.

Any player may request a new set up before the first bank. Only the player/banker may request a change of deck between the first and second bank.

When two identical cards are turned up, the hand will be declared a misdeal.

A hand that has been misread by the house dealer will play at true value if it can be retrieved intact.

If the hand goes to the wrong spot before the dice cup is closed, it is a misdeal.

HAND RANKING CHART

EXAMPLE

NATURAL

	JOKER	JOKER	or	JOKER	A	or	A	A
21					A		K	
20					K		Q	
19					J		10	
18					Q		8	
17					J		7	
16					10		6	
15					J		5	
14					K		4	
13					Q		3	
12					4		3	

RULES FOR PLAYER DEALER

Must Stand

Must Hit

Hard 17
or more

Soft 17
or less

RULES FOR PLAYER

Must Stand

Must Hit
or Surrender

Have Option

20
or more

11
or less

12 - 19



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NO BUST 21 BLACKJACK

- DOUBLE-DOWN
- SURRENDER
- SPLIT
- 2/1 ODDS



HOW TO PLAY

1. The value of the hand is determined by the sum of the cards:

All cards have a face value; Aces are 1 or 11; Picture cards are counted as 10; Jokers are wild.

2. A single or multiple deck of standards cards is used. If multiple decks are used, one Joker is added to each deck.

3. When play begins, all players receive two cards face up; the player dealer's hand will receive one card face up. After the completion of the draw the player dealer will receive a second card.

4. Players have the option to draw additional cards after the completion of the initial deal. Players may receive additional (hit) cards, starting from the first seated player on the dealers left, continuing clockwise around table until all players have hit. Players may draw as many cards as permitted. See chart "Hit/Stand Rules for Players."

5. After all players have exercised their right to draw additional cards, the player dealer may receive his/her draw cards. The player dealer may draw as many cards as permitted. See chart "Hit/Stand Rules for Player Dealer."

6. If the player dealer's up card is a Joker, there is no draw.

OBJECT OF THE GAME

The object of the game is to form a hand that totals as close to a "Natural" as possible, without exceeding it. A "Natural" hand beats all other hands. A "Natural" consists of two Jokers.

GAME RULES

1. If a player's total is more than a "Natural", and the player dealer's total is a "Natural" or less, player dealer wins.

2. If a player's total is a "Natural" or less, and the player dealer's total is more than a "Natural", player wins.

3. If a player's total is more than a "Natural" and the player dealer's total is more than a "Natural", and;

- player dealer is closer to a "Natural", then player dealer wins.
- player is closer to a "Natural", it results in a push.

4. Player dealer wins all ties over a "Natural."

5. If a player's total and the player dealer's total are both below a "Natural", the hand closest to a "Natural" wins.

6. If a player and the player dealer have the same total equaling a "Natural" or less, it is a push.

ADVANTAGE CHART FOR HIT CARDS

TWO CARD TOTAL	ADVANTAGE	DISADVANTAGE
11	100%	0%
12	70%	30%
13	62%	38%
14	55%	45%
15	47%	53%
16	40%	60%
17	32%	68%
18	25%	75%
19	17%	83%

DOUBLE DOWN SPLIT & SURRENDER

- Players may double-down on any two cards and receive one draw card.
- Players cannot split, double-down or surrender any hand with a joker.
- Players splitting:
 - Aces will receive one draw card for each Ace only.
 - Any other pair or any two cards of 10-point value will receive multiple draw cards.
- Players may double-down after each split.
- Multiple splitting up to three times (total four hands).
- Players can surrender on their first two cards, and forfeit half of their wager.
- All pay-offs are to the extent that the player dealer money covers.
- Additional rules may apply.

Phoenix Casino

Pai Gow Tiles

Pai Gow Tiles is an ancient Chinese domino game. It has been played throughout Asia for centuries and is the predecessor of the modern games of Chemin de Fer, Baccarat and Blackjack. Pai Gow Tiles is a rotating bank game that uses a standard set of Chinese dominoes (32)

Object Of the Game

The object of Pai Gow Tiles is to make two hands that both rank higher than the two hands made by the player/dealer.

How To Play

1. Each player receives four dominoes and plays two hands of two dominoes trying to make a high hand and a low hand. Your high hand will be compared to the player/dealer's high hand and your low hand will be compared to the player/dealer's low hand.
2. Both hands must be higher than the player/dealer's hands to win.
3. If one hand is higher, and the other hand is lower, then the hand would result in a push.
4. If both the player's hands are lower than the player/dealer's hands, the player loses.
5. A rating system determines the value of each hand.

When You Receive Your Tiles:

1. Look for pairs. Matching pairs are easy to recognize. Unmatched pairs are often overlooked. When you do not have a pair:
2. Look for the 12 (Teen) or the 2 (Dey) with a 7, 8, 9 (to produce either a high Nine, or Gong, or Wong). When you do not have a 12 or 2:
3. Look for two small dominoes that equal 7, 8, or 9. When you cannot make a 7, 8, or 9:
4. Play the biggest domino with the smallest domino (making the low hand as high as possible).

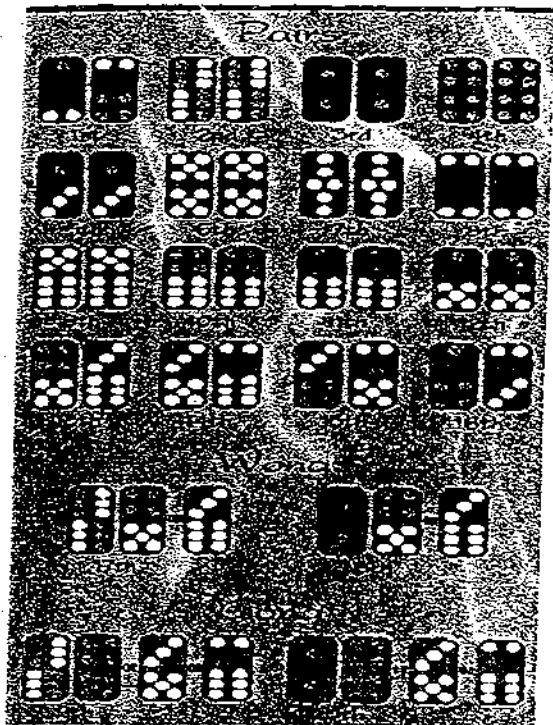
Game Rules

Pai Gow Tiles is similar to playing two separate hands of Baccarat at the same time, with 9 being the highest point; except that there are twenty different combinations of dominoes that are higher than 9. Sixteen of these combinations are pairs. The other four

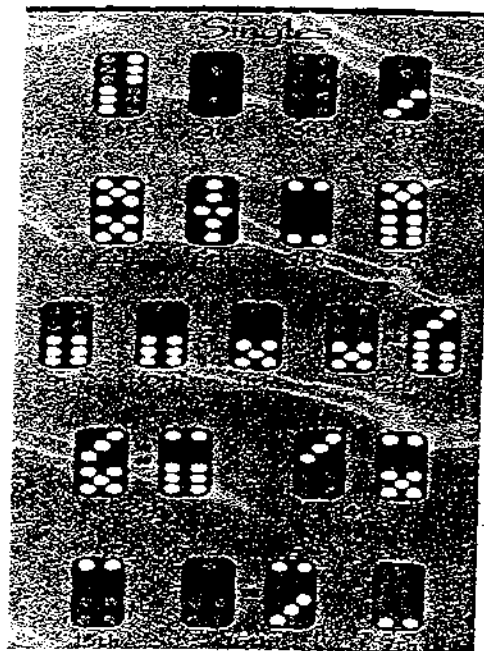
combinations of dominoes that are higher than 9 are called Wong and Gong. Each of these combinations and each individual domino have a ranking. The symbolism of the domino (not the numerical value) determines their ranking (see ranking chart). If a player can't play one of the above mentioned combinations, he or she adds the total spots on two dominoes (subtracting 10's as in Baccarat) to determine his or her hand. If both the player and the player/dealer have the same numerical valued hand, the hand with the highest ranking domino wins (only the highest-ranking domino is considered). If both the player and the player/dealer have the exact same hand, the player/dealer wins.

Please Note: The two dominoes that make the highest-ranking pair, Gee Joon, are interchangeable. The 6 can be played as a 3 and the 3 can be played as a 6. When played individually, these two dominoes are the lowest ranking.

Ranking Combinations



Individual Rankings



There must be intervening player/dealer so that a single player cannot have repeated deals within the meaning of *Oliver v. County of Los Angeles* (1998)66 Cal. App. 4th 1379, 1408-09. The game will be disbanded if at least one other intervening player at

PHOENIX CASINO

HOLDEM

(Procedural Guide)

When starting a game the players take their seats and buy chips to wager with. The normal buy-in is 16 times the minimum bet for the limit game the player is playing. The dealer, an employee not participating in the play of the game, will expose a standard 52-card deck (no jokers) to the players by spreading the cards face up on the table. The cards will be in rank and numerical order, and suited (king, queen, jack, ten, nine, eight, seven, six, five, four, three, deuce, ace of the same suit). The cards are spread face up to verify that the deck is complete. The deck is then gathered together and spread again face down exposing all the cards to verify that the cards are identical in color and design. The dealer gathers the cards again, shuffles the deck and spreads the cards face down. Each player draws a card. The first player with highest card will become the designated dealer to start the game.

The Dealer Button (a round disk with "DEALER" embossed on it) is placed in front of the designated dealer as the first hand is dealt to start the game. Two Blinds are placed to the immediate left of the Dealer Button, the Small Blind and the Big Blind. The blinds are posted to initiate play with the Big Blind having the value of the opening bet and the Small Blind having a value of half or less than the Big Blind (e.g. 3&6 the blinds are \$3.00 and \$1.00, 4&8 the blinds are \$4.00 and \$2.00). After the blinds have been posted the dealer will begin the deal starting with the first player to the left of the Dealer Button (Small Blind). The dealer will deal two cards face down to each player. With the blinds having initiated the betting the betting rotation continues with the first player to the left of the Big Blind. Players may call the big blind bet, raise the big blind bet or discard their two cards. The betting rotates clock-wise around the table. When the betting gets to the Big Blind the player may stand (let 'em run) on the bet the big blind posted or raise even if that player is the first to raise. The big blind is considered live and may raise even though that player is raising him or her self. If there is no action (everyone folds)

When the betting gets to the Big Blind, the hand is dealt over with the dealer button and the blinds remaining at the same positions. After the initial betting round on the deal is complete all wagers are collected to form a "pot" in the left center of the table. After the pot has been formed the dealer will take the collection¹ and discard the top card (burn) and spread the next three cards face up in the center of the table. The three cards, called the "Flop", are community cards that play with the two original cards dealt. A betting round ensues with the action starting with

first player to the left of the dealer button and continues in clock-wise rotation. The betting limits on the Flop are the same as the deal round. On the Flop a player may check their hand (place no bet) or place the limit bet for that game. In rotation players may discard their hands if a bet has been made or call (match) the bet made, or raise the bet by the limit of that betting round for that game. On all betting rounds there is a limit of one bet and three raises unless the betting round started with two players (heads-up). In heads-up play there is no limit to the number of raises. After the Flop and all betting has been completed the dealer will burn the next card off the deck and place one card face up in the center of the table next to and to the right of the Flop. The dealer will gather all wagers made on the Flop and place them in the pot. The fourth card placed face up is called the "Turn Card". The Turn Card is also a community card that may be used with the two deal cards and three Flop cards to form a hand with each remaining player in action. A betting round ensues as with the Flop except the betting limit will double from the deal and Flop. After the Turn Card round, and the betting has been completed, the dealer will burn the next card off the deck and place a final card face up in the center of the table to the right of the Turn Card. The fifth card to be placed face up in the center of the table is called the "River Card". After the River Card is exposed a final round of betting ensues starting with the position to the left of the dealer button. At the conclusion of this betting round a winner is declared by having made a bet with no calls or by showing down the best hand after the betting has been completed. If there is a bet and a call on the final betting round the best hand will be awarded the pot. The best hand will be determined by showing both deal cards face up and when combined with the five community cards the best five cards will determine the winning hand. The dealer will award the pot to the player with the best hand. In the event of a tie (two or more players have the same hand) the pot is split evenly among the players with winning hand that is tied. After the pot has been awarded the Dealer Button and the blinds advance one player clockwise and a new hand is started.

If Hold'em is played with a winner blind (kill pots), wherein a player wins two consecutive hands the winning player doubles the blinds at his or her position and the next hand played is double the limit for that game. In half kill games the winner's blind is one and one half the limit played (e.g. 3&6 becomes 4&8, 4&8 becomes 6&12). A disk (kill button) is placed in front of the winning player indicating that if he or she wins a second consecutive pot that qualifies monetarily, that player must kill the next pot.

Blind Structure

In all Texas Hold'em, there will be two blind positions starting with a dealer button. The player seated to the left of the dealer will pay a small blind and the player to the left of the small blind will pay the big blind. The dealer button moves clockwise one position after each hand is completed. The fee collection is as follows:

No. Of Players at table	Fee
5	\$2
6	\$3
7+	\$4

Handwritten notes:
 Important is over 20
 1/2 kill
 Daily

The blinds for a 3-6, a 4-8, a 6-12, and 10-20 limit Texas hold-em:

3-6 Texas Hold'em - \$1 on the small blind and \$3 on the big blind.

4-8 Texas Hold'em - \$2 on the small blind and \$4 on the big blind.

6-12 Texas Hold'em - \$3 on the small blind and \$6 on the big blind.

10-20 Texas hold-em - \$5 on the small blind and \$10 on the big blind

The collection fee is determined before the start of play. The drop is collected after the casino dealer has put the "flop" on the board.

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ADDITIONAL LIMITS FOR GAMES

THE DROP PROCEDURE FOR DOUBLE HANDED POKER IS AS FOLLOWS:

TABLE LIMIT \$2000 PER SPOT

BETTING LIMIT

\$10.00 TO \$200.00 PER SQUARE

DROP

TEN SQUARES AT \$2.00 PER SQUARE

PLAYER/DEALER PAYS \$2.00 PER HAND

THE DROP PROCEDURE FOR NO BUST 21 st. CENTURY BLACKJACK

TABLE LIMIT

\$1000.00 PER SPOT

\$2000.00 PER SPOT

BETTING LIMIT

\$5.00 TO \$1000.00 PER SQUARE

\$10.00 TO \$200.00 PER SQUARE

DROP

10 SQUARES AT \$1.00 PER SQUARE

TEN SQUARES AT \$2.00 PER SQUARE

PLAYER/DEALER PAYS \$1.00 PER HAND

The money is dropped after the cards are dealt to players.

In all games, the player may only received action on the amount wagered. Once the player/dealer wager is depleted, the hand is over. It is possible to hold a winning or losing hand and receive no or partial action

Phoenix Casino & Lounge

Poker Collection Schedule/Wagering Limits

<u>GAME</u>	<u>WAGER LIMIT</u>	<u>COLLECTION (BLIND)</u>	<u>JACKPOT*</u>
Hold'em	1/2	\$3	\$0
	2/4	\$3	\$0
	3/5	\$4	\$0
	3/6	\$4	\$0
	5/10	\$4	\$0
	6/12	\$4	\$0
	15/30	\$4	\$0
	20/40	\$4	\$0
Omaha (High)	2/4	\$4	\$0
	3/6	\$5	\$0
	6/12	\$5	\$0
	15/30	\$5	\$0
	20/40	\$5	\$0
Omaha (Hi/Lo)	2/4	\$4	\$0
	3/6	\$5	\$0
	6/12	\$5	\$0
	15/30	\$5	\$0
	20/40	\$5	\$0

*Phoenix Casino & Lounge jackpot is casino funded.

Phoenix Lounge Casino

No Bust Blackjack

Minimum Wager	Player Fee Collection	Player/Dealer Fee Collection per hand
\$5	\$0	Up to \$50 in action: \$.50 \$51-\$400 in action: \$2.50 \$401-\$1,000 in action: \$4
\$25	\$0	\$25-\$200 in action: \$2 \$201-\$800 in action: \$5 \$801-\$5,000 in action: \$10
\$40	\$0	\$40-\$500 in action: \$3 \$501-\$1,500 in action: \$10 \$1,501-\$10,000 in action: \$20

The Phoenix Casino & Lounge Omaha Poker Game

SUMMARY

Based on industry standards and customer demand, the Phoenix Casino & Lounge (PCL) proposes to add the traditional poker game of Omaha to the variety of poker games offered to the public. The game will be offered in the traditional version and a Hi/Lo, eight or better split version. The game is the same version as those offered at numerous licensed gambling establishments in California.

The current bad-bead jackpot offered and approved by the Division of Gambling Control (Division) at PCL will add the Omaha game as well. As with all other jackpot games offered at PCL, a person(s) may participate in the game to qualify for a jackpot without paying any consideration by participating in a no purchase necessary table.

THE PRIZE

The highest five card poker hand wins the pot. In the event of a tie, the pot will be equally split.

COLLECTION SCHEDULE/WAGERING LIMITS

Game Limit	Blind	Jackpot*
2/4	\$4	\$0
3/6	\$5	\$0
6/12	\$5	\$0
15/30	\$5	\$0
20/40	\$5	\$0

*The jackpot is casino funded.

ROUND OF PLAY (High)

Omaha is a community card poker game that is played with a standard 52-card deck. The game starts to the left of the dealer button. The blind bets are made from the position to the left of the dealer button and is a forced bet which must be made before the cards are dealt.

Each player is dealt four cards, one at a time, in turn and face down (hole cards) as their initial hand. A player may bet or fold their hand. A round of betting occurs for players who are continuing to contend for the pot. Three board cards are turned face up (flop) in the middle of the table (community cards). The community cards are available for all players to use. The second round of betting occurs. The fourth community card is turned face up (the turn), followed by a third round of betting. A final community card (the river) is turned up and a fourth and final round of betting occurs. After the final round of betting has been completed, a player must use a combination of two hole cards and three

community cards to make their highest ranking five-card poker hand. The highest five card poker hand wins the pot. In the event of a tie, the pot will be equally split

ROUND OF PLAY (Hi/Lo Split- 8 or Better)

Omaha Hi-Lo Split is a community card poker game that is played with a standard 52-card deck. In order for a hand to qualify for the low hand, it must contain an 8 or better (lower) at showdown. The game starts to the left of the dealer button. The blind bets are made from the position to the left of the dealer button and is a forced bet which must be made before the cards are dealt.

Each player is dealt four cards, one at a time, in turn and face down (hole cards) as their initial hand. A player may bet or fold their hand. A round of betting occurs for players who are continuing to contend for the pot. Three board cards are turned face up (flop) in the middle of the table (community cards). The community cards are available for all players to use. The second round of betting occurs. The fourth community card is turned face up (the turn), followed by a third round of betting. A final community card (the river) is turned up and a fourth and final round of betting occurs. After the final round of betting has been completed, each player may use any two hole cards with three community cards to make the highest five-card poker hand, and any two hole cards with three community cards to make the lowest qualifying five-card poker hand. The lowest qualifying five-card poker hand is Ace, 2, 3, 4, 5. Players must qualify for the low hand with a hand containing an 8 or better (lower). The pot is split equally between the players with the highest ranking hand and lowest qualifying hand. If no player has a low qualifying hand, the player with the highest ranking five-card poker hand wins the entire pot. In the event of a tie, the pot, or portion of the pot, if the tie is for high or low hand only, is split equally. A player(s) can win both the high and low hand.

PAI GOW TILES

TABLE LIMITS:

PLAYERS

\$10 TO \$200-----\$1.00

\$200 max bet per square

10 squares per seat

PLAYER/DEALER

\$2.00 per hand

\$5.00 betting increments.

The money is dropped after the tiles are dealt to the players.

NO BUST 21 BLACKJACK

TABLE LIMIT

200 MAX PER SQUARE

\$5 TO \$50	\$0.50
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\$51 TO \$100	\$1.00
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\$101 TO 200	\$2.00
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10 squares per seat

BANKER \$1.00 PER HAND

The money is dropped after the cards are dealt to the players

TABLE LIMIT

PAI GOW

\$10 TO \$100	\$1.00
---------------	--------

\$105 to \$200	\$2.00
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\$200 max bet per square
10 squares per seat

PLAYER/DEALER

\$2.00 PER HAND

\$5.00 betting increments

The money is dropped after the cards are dealt to the players